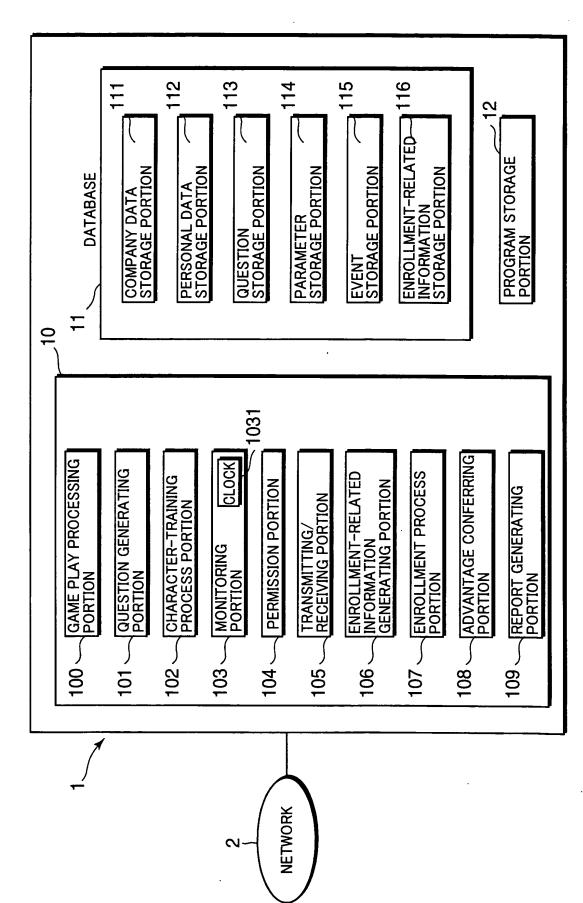


FIG.2



#### E D

	PARAMETER	DESCRIPTION	RANGE	REMARKS
-	NICKNAME	NAME IN GAME	TOTAL 8 CHARACTERS	EGISTER AT GAME START
2	SEX	PLAYER'S SEX	ı	<b>4∕6</b>
3	LEVEL	PLAYER'S CLEAR COUNT	0~10	PARAMETER RISES WITH LEVEL
4	DAYS	DAYS SINCE START OF GAME	09~0	
5	POSITION	CURRENT POSITION	l	
9	длоб	CASH ON HAND	~0	
7	PHYSICAL STRENGTH	IF LOW, PARAMETER INCREASE DOWN (BASE IS 80)	0~100	INITIAL VALUE 100
8	INTELLIGENCE	SMARTS RESOURCEFULNESS	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
6	CONDUCT	BEHAVIOR, JUDGEMENT	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
10	CHARM	INTERPERSONAL SKILLS, CHARM	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
11	FORTUNE	EASILY PASSES TESTS	0~1000	DETERMINED RANDOMLY
12	TRUST	TRUST OF COMPANY WHEN PRESIDENT	0~100	INITIAL VALUE 100 (IF O,BANKRUPTCY)
13	LOVE	IF,HIGH SOMETHING GOOD	0~100	INITIAL VALUE 50
14	INDEPENDENCE	IF HIGH, OTHER PARAMETERS DO NOT RISE EASILY	0~100	INITIAL VALUE 0

# 

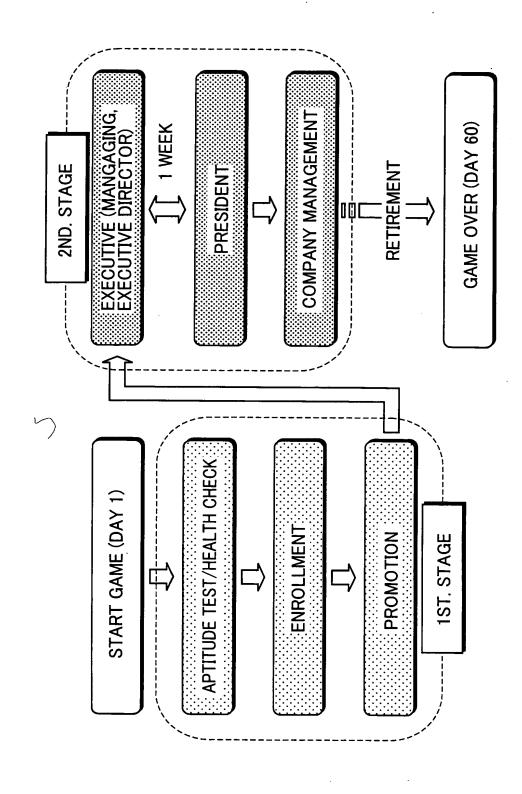
## FIG.4A

	MODE	NOTEGIGOSEA	CONTENT	PARAME	PARAMETER INCREMENT/DECREMENT (FOR 1 QUESTON)	REMENT	/DECRE	MENT (F	OR 1 QU	ESTON)
	MODE	טבסטעור ווטוא		Sd	-	၁	НЭ	ட	7	QNI
-	WORK	WORK HARD	BUSINESS MANNERS (3 QUESTIONS)	0~2-		45~8 0	0	0	<b>-</b>	7
2	GATHER INFORMATION	IMPROVE KNOWLEDGE	BUZZWORD QUIZ (3 QUESTIONS)	-1~0	-1~0  +2~8  0	0	0	0	-	1-
င်း	3 SOCIAL LIFE	LIVE WELL	RANDOM (1 QUESTION)	-4~-2 0	0	0	+2~8 0	0	-3	-1
4	AFTER 5	MAKE FRIENDS		+3~6	+3~6 -2~-6 +4~16 0	-2~-6	+4~16	0	+4~10 +1	+1
5	REFRESH	EXCHANGE VIEWS EXCHANGE MAIL	EXCHANGE MAIL	+1~3 -1	-1	-1	-1	0	0	0
9	REFER FRIEND	INCREASE EMPLOYEES	I	+10%	+10%   +10%   +10%   +10%   +10%   +10%	+10%	+10%	+10%	+10%	+10%

## FIG.4B

				PARAN	PARAMETER INCREMENT/DECREMENT	CREMEN	T/DECRI	EMENT		
	CATEGORY	DESCRIPTION	PS	I	၁	CH	F		QNI	KEMAKKS
_	WORK	WORK HARD	-2~0 0	0	+5~8 0	0	0	-1	+2	SAME AS EMPLOYEE
2	GATHER INFORMATION	IMPROVE KNOWLEDGE	0~1-	-1~0   +2~8   0	0	0	0	-1	+2	SAME AS EMPLOYEE
3	PROMOTE/ REMOTE	PROMOTE AND DEMOTE	8-	-2	+4	-4	-2~+2	-20	-10	1
4	MEETING	CONVOKE EMPLOYEES	-4	+2	+4	+2~4	+2~4  -2~+2   0	0	+2	EXCHANGE VIEWS WITH EMPLOYEES
5	AFTER 5	MAKE FRIENDS	+3~6	-2~-6	+3~6 -2~-6 -2~-6 +4~16 0	+4~16		+4~10 +1	+1	SAME AS EMPLOYEE
9	REFRESH	EXCHANGE VIEWS WITH FRIENDS	+1~3 -1	-1	-1	-1	. 0	0	0	SAME AS EMPLOYEE
7	REFER FRIEND	INCREASE EMPLOYEES	+10%	+10%	+10%   +10%   +10%   +10%	+10%	+10% +10%			+10% SAME AS EMPLOYEE





DAY 60 RETIREMENT **DAY 12** SALARY NEGOTIATION 1 ĎÁY 12 DAYS MONTHLY SALARY HIRE

4 MODE

1 MODE

**FIG.6** 

FIG.7

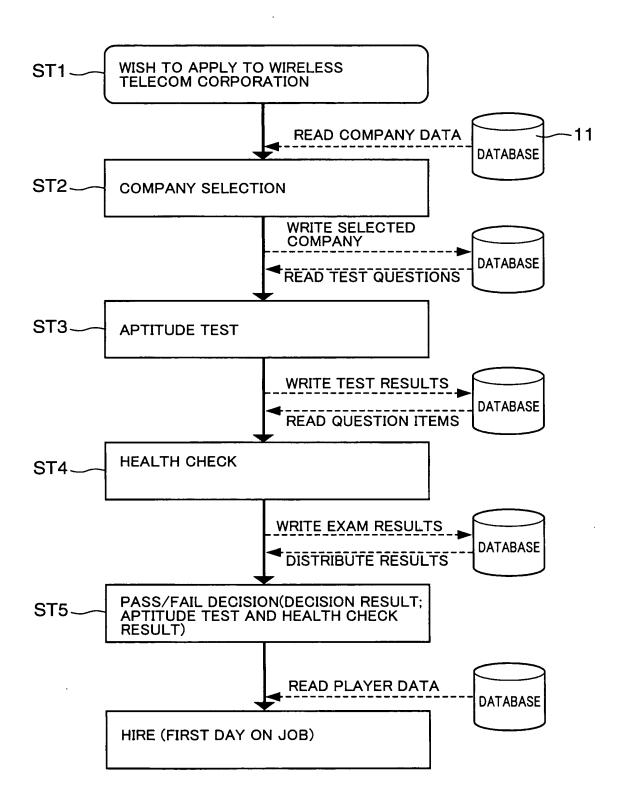
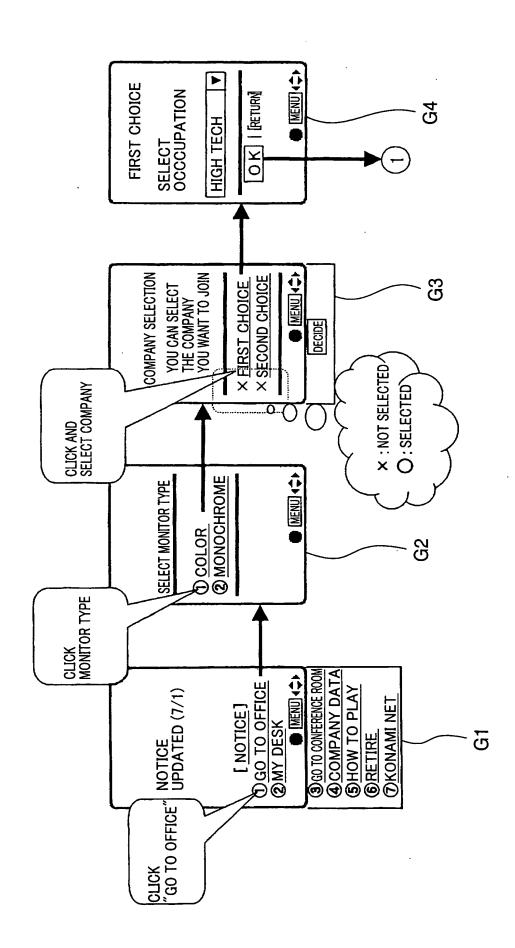
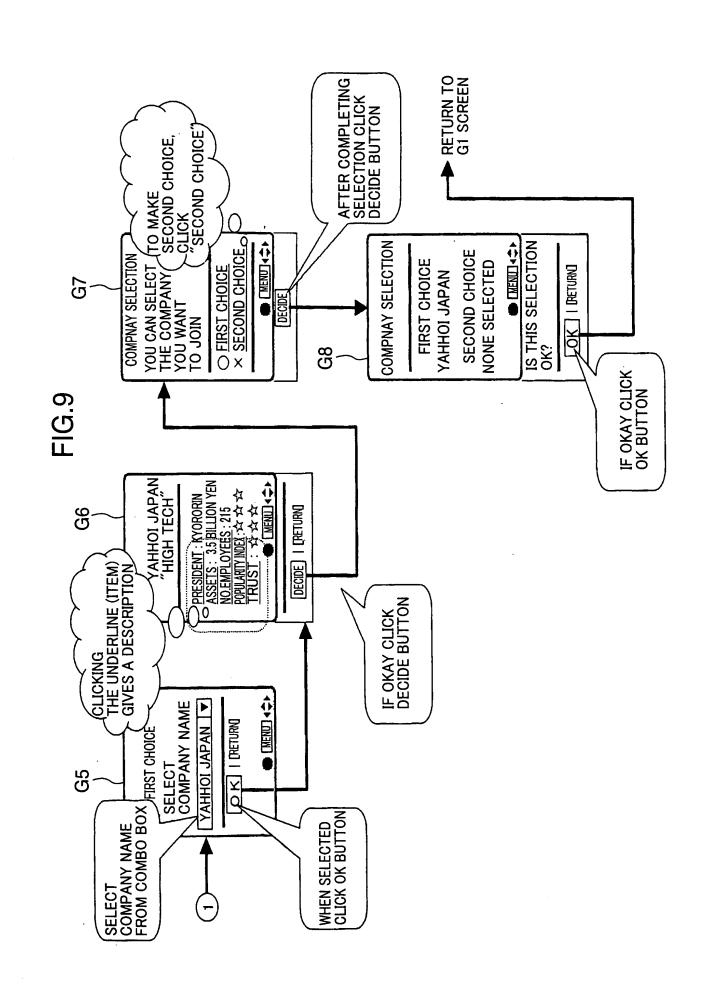
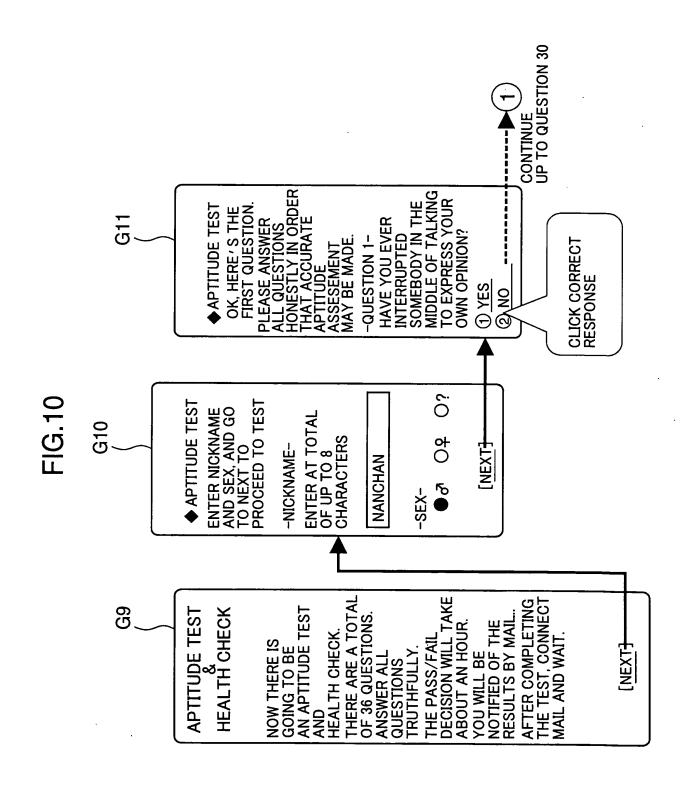
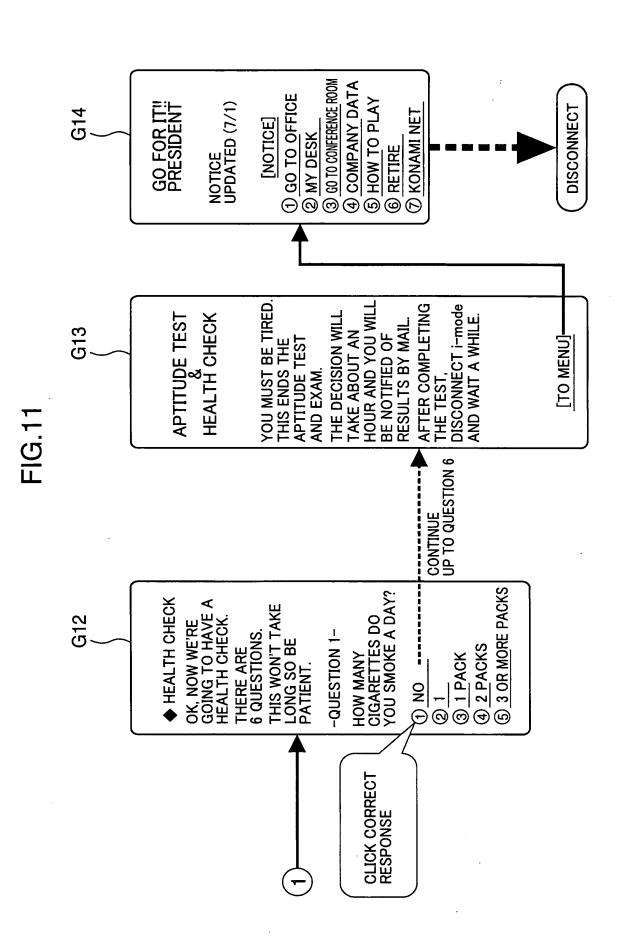


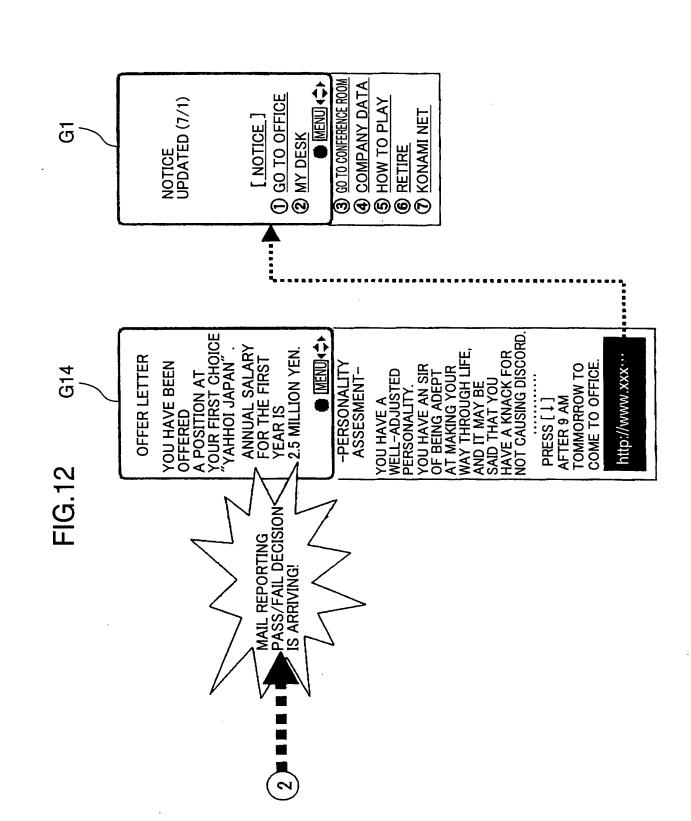
FIG.8



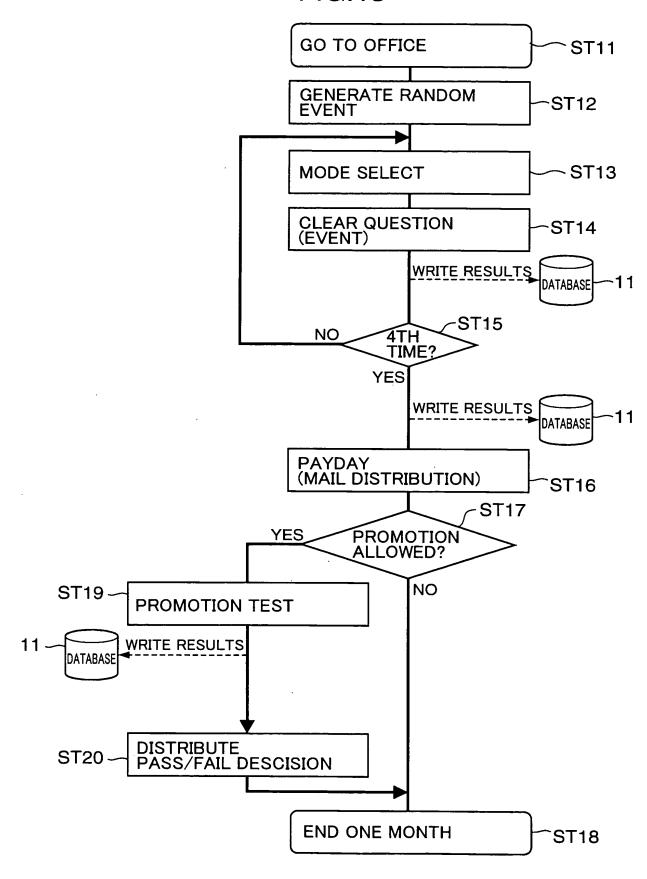


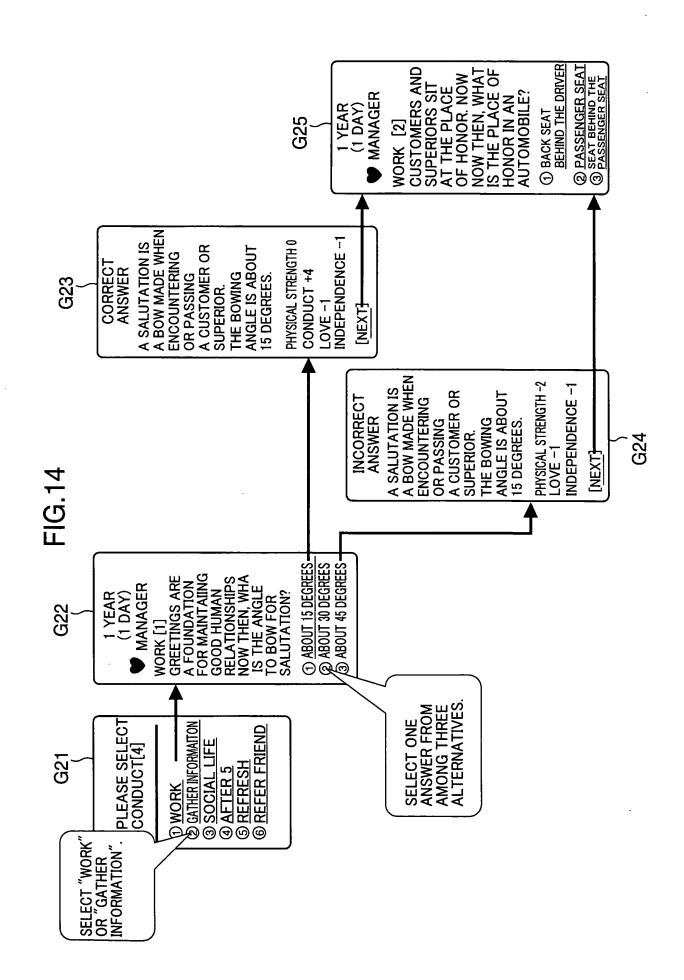






**FIG.13** 





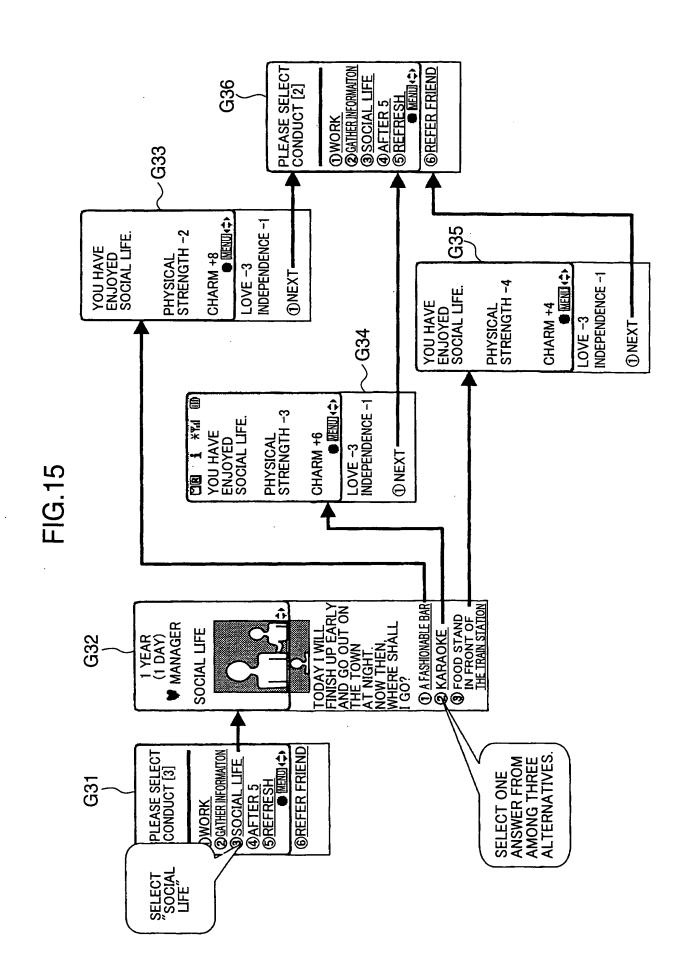


FIG.16

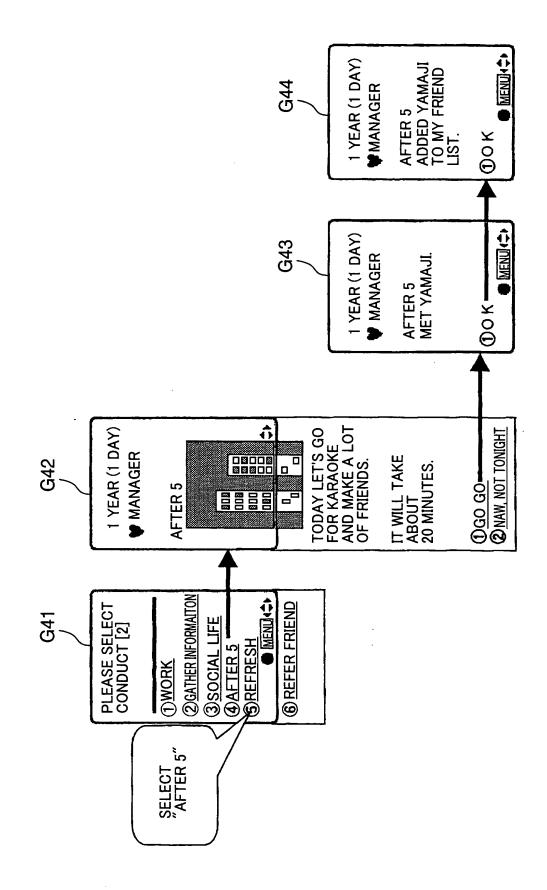
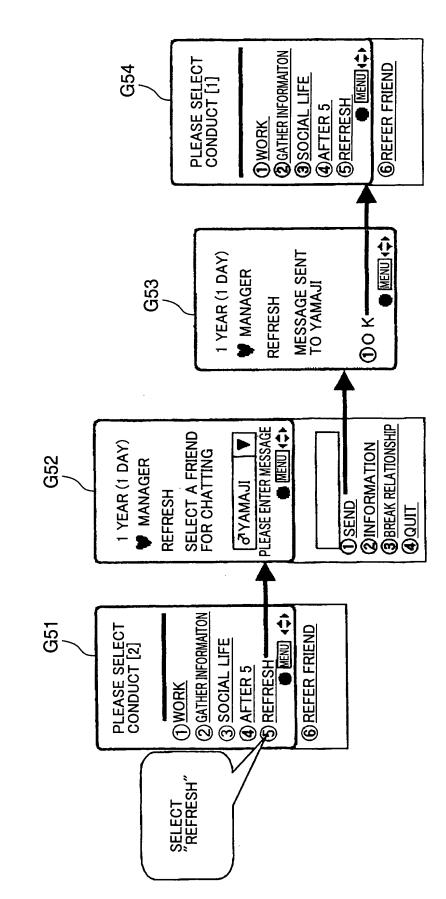
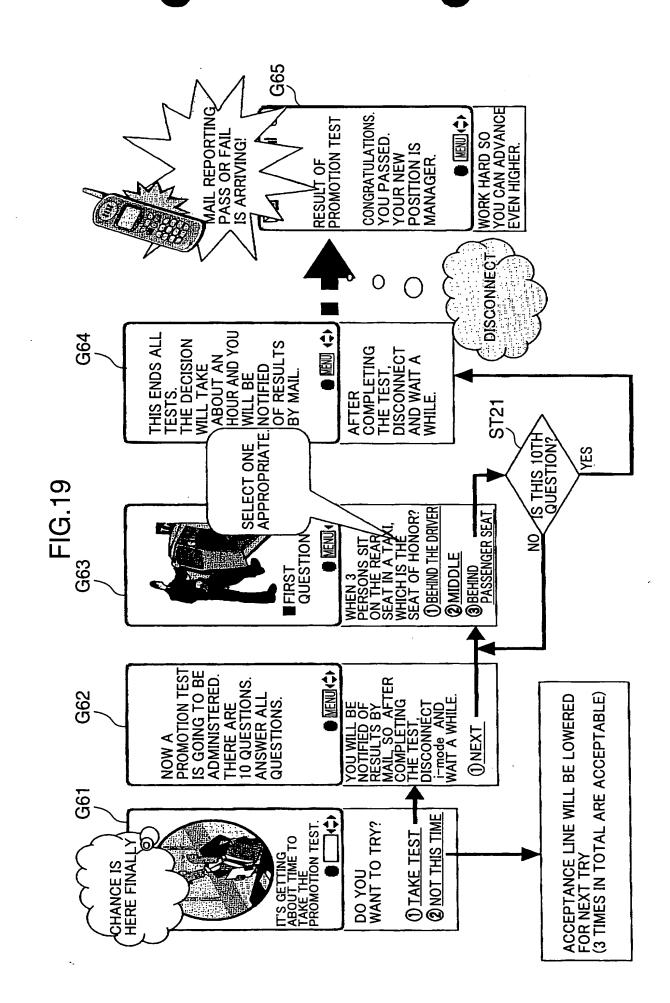


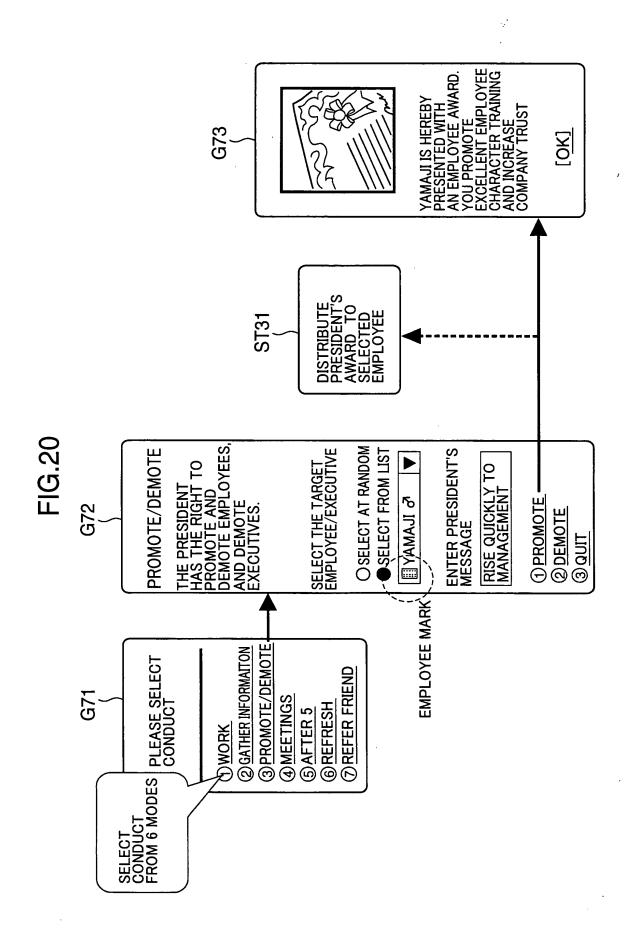
FIG. 17

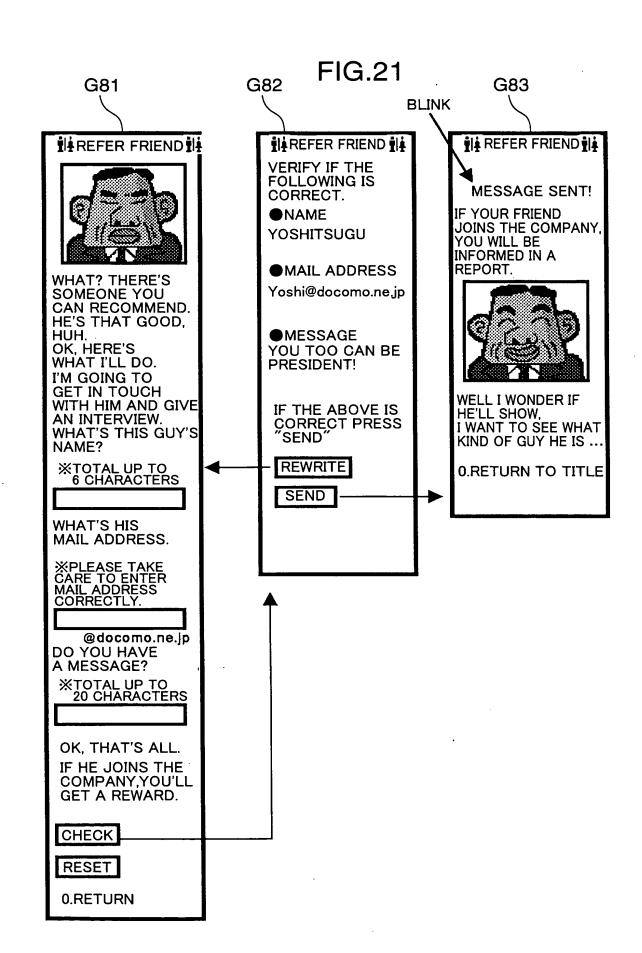


### FIG.18

	POSITION	CONDITION	TEST CONTENT
1	MANAGER	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥301	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
2	CHIEF CLERK	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥351	QUESTIONS RELATING TO BUSINESS MANNERS , BUZZWORDS
3	SECTION HEAD	INTELLIGECE AND CONDUCT + 10% FORTUNE ≧401 (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
4	DEPT. HEAD	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≧451 (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
5	MANAGING DIR.	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≥511 (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
6	EXEC. DIR.	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE ≧571 (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
7	PRES.	PARAMETERS HIGHER THAN CURRENT PRES.	SELECTED FROM EXECUTIVES, INCLUDING PRESIDENT

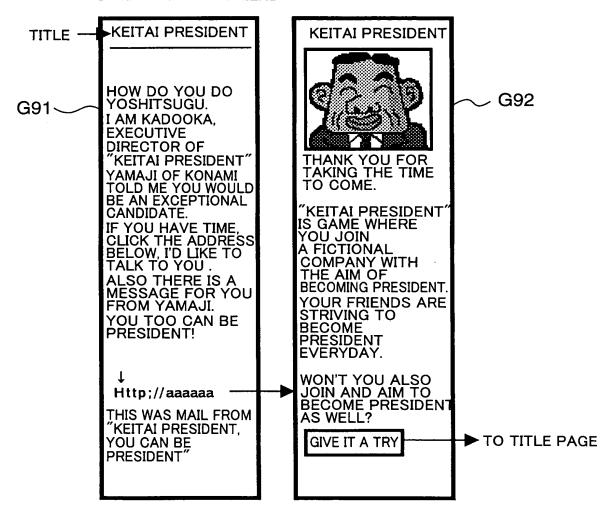








#### MAIL TEXT SENT TO FRIEND



### FIG.23

